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Technical Abstract Bulletin-

Government-wide Index to Federal Research & Development Reports- 1967-11

Metal Finishing Abstracts- 1968

U.S. Government Research & Development Reports- 1967

Government Reports Announcements- 1967

Government Reports Annual Index- 1967

Radio & Television News- 1950

Government Reports Index- 1967

Aircraft Yearbook- 1950

Aerospace Year Book- 1950

Aircraft Year Book-Fay Leone Faurote 1950

Aeronautical Engineering Review- 1952

Computer-Herbert R. J. Grosch 1989

Electronics- 1952-07

History of Nordic Computing-Janis Bubenko 2005-01-14 Computing in the Nordic countries started in late 1940s mainly as an engineering activity to build computing devices to perform mathematical calculations and assist mathematicians and engineers in scientific problem solving. The early computers of the Nordic countries emerged during the 1950s and had names like BARK, BESK, DASK, SMIL, SARA, ESKO, and NUSSE. Each of them became a nucleus in institutes and centres for mathematical computations programmed and used by highly qualified professionals. However, one should not forget the punched-card machine technology at this time that had existed for several decades. In addition, we have a Nordic name, namely Frederik Rosing Bull, contributing to the fundaments of punched card technology and forming the French company Bull. Commercial products such as FACIT EDB and SAAB D20-series computers in Sweden, the Danish GIER computer, the Nokia MIKKO computer in Finland, as well as the computers of Norsk Data in Norway followed the early computers. In many cases, however, companies and institutions did not further develop or exploit Nordic computing hardware, even though it exhibited technical advantages. Consequently, in the 1970s, US computers, primarily from IBM, flooded the Nordic market.

Space-Age Acronyms-Reta C. Moser 2012-12-06 Acronym agglomeration is an affliction of the age, and there are acronym addicts who, in their weakness, find it impossible to resist them. More than once in recent months my peers have cautioned me about my apparent readiness to use not only acronyms, but abbreviations, foreign isms, codes, and other cryptic symbols rather than common, ordinary American words. Many among us, though, either have not received or have chosen to ignore such advice. As a consequence, what we write and speak is full of mystery and confusion. It is then for the reader and listener and for the writer and speaker that Reta C. Moser has compiled this guide. Its effective application to the art of communication is urged. Such use should help avoid many of the misunderstandings involving terminology which occur daily. Although such misunderstandings are certainly crucial in humanistic and social situations, they are often of immediate import and the trigger to disaster in scientific, technical, and political situations. Some 15,000 acronyms and 25,000 definitions are provided (a 50- and 47 -percent increase over the 1964 edition!), with due credit to Miss Moser's diligence in making the compilation and with the acknowledgment that the acronymical phenomenon is very much with us. This edition, like the first, is certain to be of value to writers, librarians, editors, and others who must identify and deal with acronyms.

Notes on Science in U.S.A-Great Britain. British Commonwealth Scientific Office 1951

Notes on Science in U.S.A.-Great Britain. British Commonwealth Scientific Office, Washington, D.C. 1951

Machinery-Lester Gray French 1951

Analog Methods-Walter J. Karplus 1959

Who's who in Engineering- 1995

Machinery- 1950

A History of the World Semiconductor Industry-Peter Robin Morris 1990 Development of the thermionic valve. Historical survey of early research in semiconductors. Development of the transistor. Major technical processes used in semiconductor device fabrication. Review of major factors affecting the growth of the United States semiconductor industry. Review of the factors affecting the growth of the Japanese and South Korean semiconductor industries. Review of the European semiconductor industry.

Alan Turing's Electronic Brain-others 2012-05-24 The mathematical genius Alan Turing, now well known for his crucial wartime role in breaking the ENIGMA code, was the first to conceive of the fundamental principle of the modern computer-the idea of controlling a computing machine's operations by means of a program of coded instructions, stored in the machine's 'memory'. In 1945 Turing drew up his revolutionary design for an electronic computing machine-his Automatic Computing Engine ('ACE'). A pilot model of the ACE ran its first program in 1950 and the production version, the 'DEUCE', went on to become a cornerstone of the fledgling British computer industry. The first 'personal' computer was based on Turing's ACE. Alan Turing's Automatic Computing Engine describes Turing's struggle to build the modern computer. The first detailed history of Turing's contributions to computer science, this text is essential reading for anyone interested in the history of the computer and the history of mathematics. It contains first hand accounts by Turing and by the pioneers of computing who worked with him. As well as relating the story of the invention of the computer, the book clearly describes the hardware and software of the ACE-including the very first computer programs. The book is intended to be accessible to everyone with an interest in computing, and contains numerous diagrams and illustrations as well as original photographs. The book contains chapters describing Turing's path-breaking research in the fields of Artificial Intelligence (AI) and Artificial Life (A-Life). The book has an extensive system of hyperlinks to The Turing Archive for the History of Computing, an on-line library of digital facsimiles of typewritten documents by Turing and the other scientists who pioneered the electronic computer.

Electronic Methods-Ernst Bleuler 1975

History of Computing: Learning from the Past-Arthur Tatnall 2010-08-13 History of Computing: Learning from the Past Why is the history of computing important? Given that the computer, as we now know it, came into existence less than 70 years ago it might seem a little odd to some people that we are concerned with its history. Isn't history about 'old things'? Computing, of course, goes back much further than 70 years with many earlier - vices rightly being known as computers, and their history is, of course, important. It is only the history of electronic digital computers that is relatively recent. History is often justified by use of a quote from George Santayana who famously said that: 'Those who cannot remember the past are condemned to repeat it'. It is arguable whether there are particular mistakes in the history of computing that we should avoid in the future, but there is some circularity in this question, as the only way we will know the answer to this is to study our history. This book contains papers on a wide range of topics relating to the history of c- puting, written both by historians and also by those who were involved in creating this history. The papers are the result of an international conference on the History of Computing that was held as a part of the IFIP World Computer Congress in Brisbane in September 2010.

Rabdology-John Napier 1990 This first English translation of Napier's Rabdologia provides a clear and readable introduction to a group of physical calculating devices, which, long overshadowed by Napier's logarithms, have their own intrinsic interest and charm. "The tasks which fill'd beginners with dismayThis little book has banish'd clear away." John Napier had already discovered and published an epochmaking treatise on logarithms when in 1617 he turned to "rabdology" or rod-reckoning as yet another means by which to confront the problem of simplifying the huge calculations involved in multiplication, division, and the extraction of roots. This first English translation of Napier's Rabdologia provides a clear and readable introduction to a group of physical calculating devices, which, long overshadowed by Napier's logarithms, have their own intrinsic interest and charm. Book I describes the first device, a set of rods known as "Napier's Bones," which were inscribed with numbers forming multiplication tables and used in conjunction with pencil and paper. Book 11 presents a series of simple calculations that readers can solve by using the rods, and a series of tables of ratios useful for division. Napier then describes the second mechanical device for calculation, a forerunner of the modern calculator that he named promptuary or "place where things are stored ready for use." The third device, similar to a chessboard, allowed calculations to be performed by moving counters around the squares. Observing that the numbers had to be represented in what would now be called binary form, Napier provides instructions for changing from ordinary to binary numbers and back again, a method that worked equally well for multiplication and division and that had a particularly elegant symmetry when applied to the extraction of square roots.

From Airline Reservations to Sonic the Hedgehog-Martin Campbell-Kelly 2004-02-27 A business history of the software industry from the days of custom programming to the age of mass-market software and video games. From its first glimmerings in the 1950s, the software industry has evolved to become the fourth largest industrial sector of the US economy. Starting with a handful of software contractors who produced specialized programs for the few existing machines, the industry grew to include producers of corporate software packages and then makers of mass-market products and recreational software. This book tells the story of each of these types of firm, focusing on the products they developed, the business models they followed, and the markets they served. By describing the breadth of this industry, Martin Campbell-Kelly corrects the popular misconception that one firm is at the center of the software universe. He also tells the story of lucrative software products such as IBM's CICS and SAP's R/3, which, though little known to the general public, lie at the heart of today's information infrastructure.With its wealth of industry data and its thoughtful judgments, this book will become a starting point for all future investigations of this fundamental component of computer history.

The Origins of Cyberspace-Christie, Manson & Woods International Inc 2004

Analog Computer Techniques-Clarence L. Johnson 1963

From 0 to 1-Atsushi Akera 2002 Computers and their origins have a fascination both for scholars and for ordinary readers, but much of the existing literature on the history of computing is too specialized to interest the general reader. This collection is broad in scope, offering an authoritative and up-to-date introduction to the history of computing. It gives an overview of two centuries in the history of information processing and detailed coverage of a number of more recent topics, including PC software, user interfaces, and the Internet. By integrating the technical, business, and policy aspects of the history of computing, the authors explain how and why computers were created, and how they were shaped by the intent of their creators. All of the contributors are experts in their fields, writing clearly and avoiding jargon to make this book accessible to a wide range of general readers, students, and historians and computer professionals.

Modern Instruments and Methods of Calculation; a Handbook of the Napier Tercentenary Exhibition-E. M Horsburgh 2019-10-02 This book has been considered by academicians and scholars of great significance and value to literature. This forms a part of the knowledge base for future generations. So that the book is never forgotten we have represented this book in a print format as the same form as it was originally first published. Hence any marks or annotations seen are left intentionally to preserve its true nature.

The Analogue Alternative-James S. Small 2001 We are in the midst of a digital revolution - until recently, the majority of appliances used in everyday life have been developed with analogue technology. Now, either at home or out and about, we are surrounded by digital technology such as digital "film," audio systems, computers and telephones. From the late 1940s until the 1970s, analogue technology was a genuine alternative to digital, and the two competing technologies ran parallel with each other. During this period, a community of engineers, scientists, academics and businessmen continued to develop and promote the analogue computer. At the height of the Cold War, this community and its technology met with considerable success in meeting the urgent demand for high speed computing for use in the design and simulation of rockets, aircraft and manned space vehicles. The Analogue Alternative tracks the development, commercialisation and ultimate decline of the electronic analogue computer in the USA and Britain. It examines the roles played by technical, economic and cultural factors in the competition between the alternative technologies, but more importantly, James Small demonstrates that non-technical factors, such as the role of "military enterprise" and the working practices of analogue engineers, have been the most crucial in analogue's demise. This book will be of interest to students of the history and sociology of science and technology, particularly computing. It will also be relevant to those interested in technical change and innovation, and the study of scientific cultures.

Microchip-Jeffrey Zygmont 2002-12-25 Computer chips are an almost invisible part of our modern lives, and yet they make much of what's "modern" in them possible. Even the tech-averse and the tech-opposed among us depend on their hidden capabilities. From today's automobiles, medical scanners, and DVD players to annoying musical greeting cards, space travel, and movies like The Lord of the Rings, microelectronics are everywhere-and taken for granted. But how did this revolutionary technology emerge? Microchip tells that story by exploring the personalities behind the technology. From the two pioneering men who invented the integrated circuit, Nobel Prize winner Jack Kilby and Intel founder Robert Noyce, to luminaries like Gordon Moore and An Wang who put the chip to work, Jeffrey Zygmont shows how the history of the microchip is also the story of a handful of visionaries confronting problems and facing opportunities. A compelling narrative about the germination and advancement of a single technology, Microchip is essential reading about the now-ubiquitous integrated circuit and its outlook for the future.

Between Human and Machine-David A. Mindell 2004-10-15 "In contextualizing the theory of cybernetics, Mindell gives engineering back forgotten parts of its history, and shows how important historical circumstances are to technological change." -- Networker

A History of Australian Computing-Trevor Pearcey 1988

Principles of the Properties of Materials-Jacob Porter Frankel 1957

Essays on Infology-B. Langefors 1996-12-01

Entertainment Computing-Ryohei Nakatsu 2013-04-17 This volume is the Proceedings of the First International Workshop on Entertainment Computing (IWEC 2002). Entertainment has been taking very important parts in our life by refreshing us and activating our creativity. Recently by the advancement of computers and networks new types of entertainment have been emerging such as video games, entertainment robots, and network games. As these new games have a strong power to change our lives, it is good time for people who work in this area to discuss various aspects of entertainment and to promote entertainment related researches. Based on these considerations, we have organized a first workshop on entertainment computing. This workshop brings together researchers, developers, and practitioners working in the area of entertainment computing. It covers wide range of entertainment computing such as theoretical issues, hardware/software issues, systems, human interfaces, and applications. The particular areas covered by the workshop are: 1. Computers & Games Computer game algorithms, modeling of players, web technologies for networked games, human interface technologies for game applications. 2. Home/Arcade Games and Interactive Movies Video game computer technologies, motion capture technologies, real-time computer graphics technologies, interactive movie systems, story generation for games/movies, human factors of video games.

Z80 Reference Guide-Alan Tully 1984